

ORBITAL INSERTION RULES

Some Units are able to deploy during the **Movement Segment** by the use of Drop Pods launched from low orbital spacecraft. Such Units will be identified by having the **Orbital Insertion** Loadout.

These Units are effectively held back and do not count as Activations in the strictest sense until the controlling player announces that they intend to have them arrive.

To deliver a Unit into the battlefield in this manner first declare where you want the Unit to arrive, and place a **Scatter Template** (which will be provided with a Unit) at that point on the tabletop. This is referred to as the **Insertion Point**. The Scatter Template may be placed in any orientation a player wishes.

Even in the Halo Universe dropping in from space is not an exact science and so it is reasonable to expect the incoming Elements to deviate off course slightly. To achieve this, roll a D6 to determine the direction of the **Deviation Path** using the numbers on the **Scatter Template** as a guide. Then roll a second D6 to generate the distance in inches that the first dropping Element will deviate from the Insertion Point.

Once this is determined, the first Element in the Unit is deployed, with all other Elements in the Unit deploying next to it within Coherency.

The first Element may NOT deploy in Terrain that the players, prior to a game commencing, classed as impassable to the Unit. Nor may they deploy within **2"** of a friendly or enemy Unit, unless a specific scenario condition or Loadout applies. If a friendly or enemy Unit or impassable terrain piece prevents the first Element from being placed, continue down the Deviation Path until the Element CAN deploy. Please note that this may force the Element to be deployed beyond the distance rolled on the die.

If the first dropped Element *scatters* off the table for any reason, the entire Unit is *Destroyed* with no **Heroic Saves** permitted. War can be brutal!

Once the Unit has deployed it may complete its Activation as normal, including performing Movement and Firing Actions as desired. However, due to the rapid speed of their insertion, the Unit may NOT announce a **Charge** or **Flat Out Move Action**.

In addition, enemy Units may NOT attempt a **Reaction Fire Test** to any Movement Action announced by the Unit on the Turn it deploys via an Orbital Insertion.

